

Nintendo ENTERTAINMENT SYSTEM

KONAMI®

Konami Game Hint and Tip Line:

1-800-896-HINT (4468).

70¢ per minute charge. Minors must have parental permission before calling.
Touch-tone phone required.

Konami® is a registered trademark of Konami Co., Ltd.

TINY TOON ADVENTURES, characters, names and all related indicia are
trademarks of Warner Bros., a TWE Co. © 1993.

Trouble in Wackyland™ is a trademark of Konami, Inc.
© 1993 Konami, Inc. All Rights Reserved.

Konami, Inc. 900 Deerfield Parkway Buffalo Grove, IL 60089-4510
Warranty Services Number: (708) 215-5111

PRINTED IN JAPAN

Nintendo ENTERTAINMENT SYSTEM

KONAMI®

NES-T2-USA



INSTRUCTION BOOKLET



Nintendo ENTERTAINMENT SYSTEM

KONAMI, INC. LIMITED WARRANTY

Konami, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami software program is sold "as is" without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami software product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, misoperation or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF WORKMANSHIP AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI SOFTWARE PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

ADVISORY - READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV.

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary targets or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This damage is not caused by a defect in the NES or NES games; other front or rear projection images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

This game is licensed by
Nintendo® for play on the



Nintendo®, Nintendo Entertainment System®
and NES are trademarks of Nintendo of
America, Inc.



THIS OFFICIAL SEAL ASSURES YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE IDENTIFIED BY A NINTENDO SEAL OF AUTHORITY OR AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

CONGRATULATIONS, BUSTER!

You've finally reached your dream land. And just like you imagined, it's packed with lots of fun and adventure. Of course, before entering this mysterious theme park, you should read over the following instructions, just to make sure you know what you're getting yourself into.

TABLE OF CONTENTS

LETTER TO THE ADVENTURER	4
HOW TO BEGIN	5
PARK RULES	6
GAME CONTROLS	7
THE TICKET BOOTH	8
THE ROLLER COASTER	9
THE BUMPER CARS	10
THE WILD WEST TRAIN	11
THE LOG RIDE	12
THE FUN HOUSE MAZE	13
THE CAST OF ENEMY CHARACTERS	14



YOU'LL FIND THIS NOTE VERY AMUSING



Dear Buster Bunny,

On the occasion of the grand opening of our new amusement park, I invite you and all of your friends to a FREE day of rides. Yes, you read right... a pretty free day of fun and games.

And guess what. There's no catch!

Our new park features such exciting rides as the Bumper Cars, Wild West Train, Log Ride, Roller Coaster and the Fun House Maze. And wait until you see the really nice ticket taker. She's as friendly.

So come on, come all to the amusement park of Acme Acres has been dreaming of. Trust me, you'll have a hare-raising good time.

Sincerely,

M. T.J. Funn (a secret admirer)



ONCE INSIDE THE PARK, HERE'S WHAT YOU DO

Now that you've been enticed by Mr. Funn's (AKA Montana Max) letter and have entered his strange new amusement park, there's no going back. Indeed, none of the gullible gang can return to Acme Acres before overcoming the five rides that make up WACKYLAND, the biggest trap Montana Max has ever set for Buster and his buddies.

To begin, insert the Game Pak into your NES. Turn the power on, and watch the storyline zip across your screen. Next, press the START BUTTON to go to the Park Entrance screen. Here you can decide which ride you want to ride. Your choices include the Log Ride, Train, Bumper Cars and Roller Coaster. There's also the Fun House Maze, but you can't enter it until you survive the other four rides. Your final option is the Ticket Booth. To choose your destination, use the CONTROL PAD to move Buster from one area of the park to the next. Once you make your selection, press the START BUTTON.

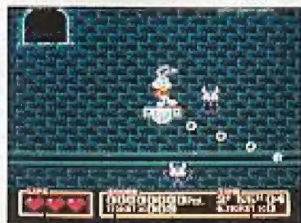
At each location, a character will tell you what you must do to survive the ride/trap. Press the A BUTTON to advance the character's dialogue, then press the START BUTTON to begin your adventure.

PARK RULES

Each ride requires a certain number of tickets. Like every great American theme park, the coolest rides require the most tickets. At the beginning of the game you'll be given some tickets. The only way to get more tickets is to visit Shirley the Loon at the Ticket Booth. But, unlike the amusing note said, the tickets aren't free! Each ticket costs a certain number of points, which you must collect on other rides. By using your tickets, you can play a stage that you've already played any number of times.

The playing methods and characters are different on each ride. You can choose any ride at any time, depending on the number of tickets you have, except for the Fun House Maze. To get in there, you need **FOUR GOLD TICKETS**. You'll receive a gold ticket each time you clear one of the four main rides. Once you have finally earned your four gold tickets and entered the Fun House Maze, you can return again and again until you finally clear the stage by defeating Montana Max.

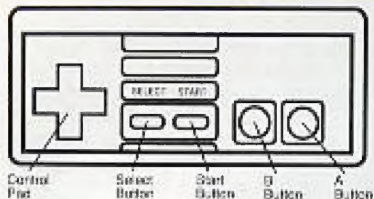
When your life line reaches zero, you fall into an amusement park abyss, or you simply run out of time and the ride you're on will end. You can choose to continue the stage, or you can end the game and go back to the title screen.



LIFE LINE	SCORE	TIME LIMIT
NUMBER OF TICKETS		

Nintendo ENTERTAINMENT SYSTEM

CONTROLLING YOUR FATE



- START BUTTON** Press to begin your adventure. During the game, press to pause and then again to restart the action.
- SELECT BUTTON** Not used during the game.
- A BUTTON** Press to advance character dialogue at the entrance of each ride. For further information, see individual ride instructions.
- B BUTTON** See individual ride instructions for B BUTTON information.

THE TICKET BOOTH

This is where that infamous hard-nosed ticket taker, Shirley the Loon, works. She doesn't like it here and tells all her friends it's just a temporary position until Montana Max promotes her to head cotton candy maker. In the meantime, though, everything's not so ducky in her life. And she's going to take out her job misery on you by forcing you to cough up points for ride tickets.



THE REALLY RADICAL ROLLER COASTER

It took a twisted mind to devise this terrifying ride. And of course we all know who that twisted mind is, don't we Mr. Montana Max? Anyway, this ride has a ton of knockout graphics. And if Babs gets hit by an enemy or falls into a trap she'll lose part of her life line. Unfortunately, Babs cannot attack. She can only evade the perils. You must guide Babs through the ride, dodging enemy pitfalls, until you reach the finish line.



PLAYER:
BABS BUNNY



CONTROLS

Press the CONTROL PAD left or right during a jump to avoid stuff. Press the CONTROL PAD down to crouch.

Press the A BUTTON to jump.

Press the B BUTTON to rotate above and below the rails of the roller coaster.

HINT: Grab surprise "Items" to gain bonus points.

Nintendo ENTERTAINMENT SYSTEM

THE B-B-B-B-B-B-B-B-B-BUMPER CARS

If you like bumps and bruises, this is the ride for you. To defeat the enemies that'll come at you from all angles, you must dash them into the "Black Hole." You must accomplish this feat three times, since this ride contains three very bumpy rounds. Each time Plucky Duck falls into the Black Hole, he loses part of his life line.



PLAYER:
PLUCKY DUCK

CONTROLS

Press the **CONTROL PAD** to maneuver your bumper car.

Hold down the **A BUTTON** until the Power Gauge rises, then release it to dash.

Press the **B BUTTON** to put on the brakes.

HINT: When you hit a bumper a certain number of times, an item appears. Capture the item, and the enemy won't be able to bump you very far, and instead you'll be able to knock the coney dogs out of line. Remember, though, this power will only last for a limited time.



THE WILD N' WEIRD WESTERN TRAIN

Choo Choooose! Watch out, Hamton, because this train is run by some pretty tough hombres. And to keep from getting bushwacked, you're going to have to run all the way from the caboose to the train's engine, while avoiding obstacles and enemies. Your goal is to reach the engineer, Arnold the PR Bus. Only after you defeat this punchy pooch, will the train let you off at your stop: Safetyville, USA.



CONTROLS

Press the **CONTROL PAD** left or right to advance or retreat.

Press the **CONTROL PAD** down to duck.
[bet you didn't know pgs could duck, did you?]

Press the **A BUTTON** to jump.

Press the **B BUTTON** to attack.



PLAYER:
HAMTON

THE HIGH SPEED LOG RIDE

The current is swift, so you'll have to be swifter just to keep your head above water. As you cruise (like a missile) down this out of control ride, you must avoid enemy attacks. Again, this is a ride where Furrball can't attack, just evade. When you reach the finish line give yourself a pat on the back, because you've really made a splash in the world of excellent game players.



PLAYER:
FURRBALL

CONTROLS

Press the CONTROL PAD left or right while on the log or during a jump.

Press the CONTROL PAD down to crouch.

Press the A BUTTON to jump.

Press the B BUTTON and the CONTROL PAD left or right to regain your balance.

HINT: Risk getting your feet wet to capture special items that will give you instant bonus points.



THE FUN HOUSE MAZE

This is your ultimate theme park destination. But to get into this fun nightmare, you must first overcome the other four Wackyland rides. Only then will you have the four GOLD TICKETS necessary for admission. Once inside, you must search through a maze that is as confusing as one of those crazy algebra word problems, until you locate and defeat Montana Max. This will be anything but easy, since the Fun House is divided into many pathways linked by mysterious doors.



PLAYER:
BUSTER BUNNY

CONTROLS

Press the CONTROL PAD left or right to explore.

Press the CONTROL PAD down to lie on your belly.

Press the A BUTTON to jump.

Press the B BUTTON to somersault kick.

Press the B BUTTON and CONTROL PAD left or right simultaneously to speed up. While speeding up, press the CONTROL PAD down to slide.

HINT: When you reach a doorway, stand in front of it and press the CONTROL PAD up to open it.

THE CHARACTERS BEHIND THIS WACKY THEME PARK



**MONTANA
MAX**



**RODERICK
RAT**



**ARNOLD
THE
PIT BULL**



ELMYRA



**SHIRLEY THE
LOON**



BATSY

TREAT YOUR KONAMI GAME PAK CAREFULLY

- This KONAMI Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes in temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio-TV Interference Problems*. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 804-600-00345-4.